

Designing the taverns

- need "a pro" and "a port"
 - will depend on "points"
 - you can gain / lose points depending on what you do / say
 - Scaling system
 - (uh oh) 1 $\longleftrightarrow$ 20 (very nice)
 - start @ [some #] (neutral)
- saving space
- general store for goods / items
 - other stores (ie. night markets) may show up on occasion / when the pt. system allows it to

you can get more violent or "safe" options based on how many pts. you have

environment can also change

maybe ≤ 5 , something starts making your story harder (ie. character / creature)

Name for point system?
To be determined...



Probably something telling you they're very useful
They have seen it all

do all tavern side quests

Need:

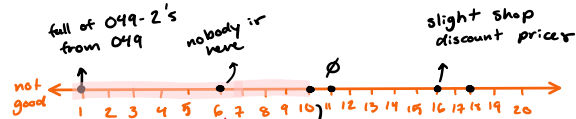
- trust
- maybe some relic
- you need to actually be competent
- prove you are worthy

Tavern A
(intro tavern)

- Character:
 - bartender A
 - A travelling merchant
 - maybe has different glasses / jars to sell
 - A blacksmith
 - you can sell him the knife for a better one
- Character:
 - bartender B
 - herbalist $\rightarrow$ sells herbs
 - * needs you to grab some herbs from mystical forest
 - she gives you lavender
 - A magical fisherman / pirate
 - gives you a fishing rod + magical boat

betray 055 $\rightarrow$ not a good time

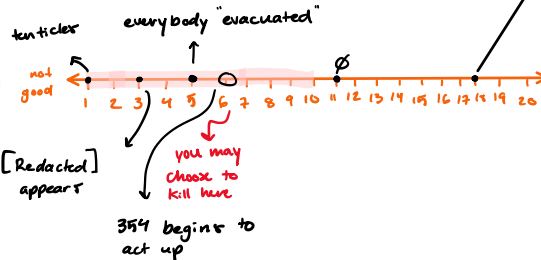
Tavern B



* $\emptyset$ indicates a neutral point state

might have the choice to not though
you'll need to fight something in the sentient ocean

Tavern C



Character:

- bartender C $\rightarrow$ lost most of their crew
- "somebody" who has returned from a voyage from the other side of 354
 - They want you to confirm their eyes / help their sanity
- a university teens (whom are actually mimics) needs to return to their "home" and you can bring them back

"They" stumbled into the backrooms and got lost